

## Collection schedules for California Club Casino California/Asian games

### **Explanation of our Collection Rate Schedule coding system:**

1. The last letter in the code represents the basic collection rate schedule.
2. The first number in the code represents the limit on the number of thousands of dollars each player can bet per position (example: 2-A has a \$2,000 wagering limit per player per position).
3. The A schedules usually have a \$2 minimum bet but I made some of them with a \$5 minimum. I denoted this by putting a 5 in front of the A on those schedules with a \$5 minimum.

In some of the schedules, under player/dealer wager, “total action” is written. “Total Action” means the total of the wagers made by the players on the table against the player/dealer.

For example: (in reference of Collection Rate Schedule 4-E) If a player wagers \$50, that player pays \$.50. If the player wagers \$200, the player would pay \$2 (\$51 and over pays \$1 and \$101 - \$200 pays an added \$1). If the player wagers \$250, then they pay \$3 (\$1 base plus \$2 added).

In the player-dealer position, if the player/dealer wagers \$1,000, and they get action of that amount from all the players combined, then they would pay \$2 (\$1 for \$51 and over) and \$1 because the total action is over \$100. If the player/dealer gets only \$95 in total action, the player/dealer would not pay the added collection.

### **Pai Gow Poker & Pai Gow Poker (Jokers Wild)**

<b>Collection Rate Schedule (2-A)</b>			
<b>Per Wager Limit for Players</b>	<b>Player Wager</b>	<b>Player/dealer Wager</b>	<b>Collection</b>
\$2 to \$500	\$2 to \$50	\$2 to \$50	\$.50
	\$51 to \$100	\$51 and over	\$1
	\$101 to \$200		\$2
	\$201 to \$300		\$3
	\$301 to \$500		\$5

<b>Collection Rate Schedule (2-A) - Jackpot Collection of \$1</b>			
<b>Per Wager Limit for Players</b>	<b>Player Wager</b>	<b>Player/dealer Wager</b>	<b>Collection</b>
\$2 to \$500	\$2 to \$50	\$2 to \$50	\$.50
	\$51 to \$100	\$51 and over	\$1
	\$101 to \$200		\$2
	\$201 to \$300		\$3
	\$301 to \$500		\$5
<b>Additional Jackpot Collection for Player/dealer \$1</b>			

<b>Collection Rate Schedule (2-A) - Jackpot Collection of \$2</b>			
<b>Per Wager Limit for Players</b>	<b>Player Wager</b>	<b>Player/dealer Wager</b>	<b>Collection</b>
\$2 to \$500	\$2 to \$50	\$2 to \$50	\$.50
	\$51 to \$100	\$51 and over	\$1
	\$101 to \$200		\$2
	\$201 to \$300		\$3
	\$301 to \$500		\$5
<b>Additional Jackpot Collection for Player/dealer \$2</b>			

<b>Collection Rate Schedule (2-5A)</b>			
<b>Per Wager Limit for Players</b>	<b>Player Wager</b>	<b>Player/dealer Wager</b>	<b>Collection</b>
\$5 to \$500	\$5 to \$50	\$5 to \$50	\$.50
	\$51 to \$100	\$51 and over	\$1
	\$101 to \$200		\$2
	\$201 to \$300		\$3
	\$301 to \$500		\$5

<b>Collection Rate Schedule (2-5A) - Jackpot Collection of \$1</b>			
<b>Per Wager Limit for Players</b>	<b>Player Wager</b>	<b>Player/dealer Wager</b>	<b>Collection</b>
\$5 to \$500	\$5 to \$50	\$5 to \$50	\$.50
	\$51 to \$100	\$51 and over	\$1
	\$101 to \$200		\$2
	\$201 to \$300		\$3
	\$301 to \$500		\$5
<b>Additional Jackpot Collection for Player/dealer \$1</b>			

<b>Collection Rate Schedule (2-5A) - Jackpot Collection of \$2</b>			
<b>Per Wager Limit for Players</b>	<b>Player Wager</b>	<b>Player/dealer Wager</b>	<b>Collection</b>
\$5 to \$500	\$5 to \$50	\$5 to \$50	\$.50
	\$51 to \$100	\$51 and over	\$1
	\$101 to \$200		\$2
	\$201 to \$300		\$3
	\$301 to \$500		\$5
<b>Additional Jackpot Collection for Player/dealer \$2</b>			

<b>Collection Rate Schedule (2-B)</b>			
<b>Per Wager Limit for Players</b>	<b>Player Wager</b>	<b>Player/dealer Wager</b>	<b>Collection</b>
\$2 to \$500	\$2 to \$50	\$2 to \$50	\$.50
	\$51 to \$100	\$51 to \$500	\$1
	\$101 to \$200	\$501 and over	\$2
	\$201 to \$300		\$3
	\$301 to \$500		\$5

<b>Collection Rate Schedule (2-B) - Jackpot Collection of \$1</b>			
<b>Per Wager Limit for Players</b>	<b>Player Wager</b>	<b>Player/dealer Wager</b>	<b>Collection</b>
\$2 to \$500	\$2 to \$50	\$2 to \$50	\$.50
	\$51 to \$100	\$51 to \$500	\$1
	\$101 to \$200	\$501 and over	\$2
	\$201 to \$300		\$3
	\$301 to \$500		\$5
<b>Additional Jackpot Collection for Player/dealer \$1</b>			

<b>Collection Rate Schedule (2-B) - Jackpot Collection of \$2</b>			
<b>Per Wager Limit for Players</b>	<b>Player Wager</b>	<b>Player/dealer Wager</b>	<b>Collection</b>
\$2 to \$500	\$2 to \$50	\$2 to \$50	\$.50
	\$51 to \$100	\$51 to \$500	\$1
	\$101 to \$200	\$501 and over	\$2
	\$201 to \$300		\$3
	\$301 to \$500		\$5
<b>Additional Jackpot Collection for Player/dealer \$2</b>			

<b>Collection Rate Schedule (4-C)</b>			
<b>Per Wager Limit for Players</b>	<b>Player Wager</b>	<b>Player/dealer Wager</b>	<b>Collection</b>
\$5 to \$500	\$5 to \$50	\$5 to \$50	\$.50
	\$51 to \$100	\$51 to \$100	\$1
	\$101 to \$200	\$101 and over	\$2
	\$201 to \$300		\$3
	\$301 to \$500		\$5

<b>Collection Rate Schedule (4-C) - Jackpot Collection of \$1</b>			
<b>Per Wager Limit for Players</b>	<b>Player Wager</b>	<b>Player/dealer Wager</b>	<b>Collection</b>
\$5 to \$500	\$5 to \$50	\$5 to \$50	\$.50
	\$51 to \$100	\$51 to \$100	\$1
	\$101 to \$200	\$101 and over	\$2
	\$201 to \$300		\$3
	\$301 to \$500		\$5
<b>Additional Jackpot Collection for Player/dealer \$1</b>			

<b>Collection Rate Schedule (4-C) - Jackpot Collection of \$2</b>			
<b>Per Wager Limit for Players</b>	<b>Player Wager</b>	<b>Player/dealer Wager</b>	<b>Collection</b>
\$5 to \$500	\$5 to \$50	\$5 to \$50	\$.50
	\$51 to \$100	\$51 to \$100	\$1
	\$101 to \$200	\$101 and over	\$2
	\$201 to \$300		\$3
	\$301 to \$500		\$5
<b>Additional Jackpot Collection for Player/dealer \$2</b>			

<b>Collection Rate Schedule (4-D)</b>			
<b>Per Wager Limit for Players</b>	<b>Player Wager</b>	<b>Player/dealer Wager</b>	<b>Collection</b>
\$5 to \$500	\$5 to \$50	\$5 to \$50	\$.50
	\$51 to \$100	\$51 to \$100	\$1
	\$101 to \$200	\$101 to \$499	\$2
	\$201 to \$300	\$500 and over	\$3
	\$301 to \$500		\$5

<b>Collection Rate Schedule (4-D) - Jackpot Collection of \$1</b>			
<b>Per Wager Limit for Players</b>	<b>Player Wager</b>	<b>Player/dealer Wager</b>	<b>Collection</b>
\$5 to \$500	\$5 to \$50	\$5 to \$50	\$.50
	\$51 to \$100	\$51 to \$100	\$1
	\$101 to \$200	\$101 to \$499	\$2
	\$201 to \$300	\$500 and over	\$3
	\$301 to \$500		\$5
<b>Additional Jackpot Collection for Player/dealer \$1</b>			

<b>Collection Rate Schedule (4-D) - Jackpot Collection of \$2</b>			
<b>Per Wager Limit for Players</b>	<b>Player Wager</b>	<b>Player/dealer Wager</b>	<b>Collection</b>
\$5 to \$500	\$5 to \$50	\$5 to \$50	\$.50
	\$51 to \$100	\$51 to \$100	\$1
	\$101 to \$200	\$101 to \$499	\$2
	\$201 to \$300	\$500 and over	\$3
	\$301 to \$500		\$5
<b>Additional Jackpot Collection for Player/dealer \$2</b>			

<b>Collection Rate Schedule (4-E)</b>				
<b>Per Wager Limit for Players</b>	<b>Player Wager</b>	<b>Player/dealer Wager</b>	<b>Collection</b>	<b>Additional Collection</b>
\$5 to \$500	\$5 to \$50	\$5 to \$50	\$.50	
	\$51 and over	\$51 and over	\$1	
	\$101 to \$200	\$100 and over (total action)		\$1
	\$201 to \$300			\$2
	\$301 to \$500			\$4

<b>Collection Rate Schedule (4-E) - Jackpot Collection of \$1</b>				
<b>Per Wager Limit for Players</b>	<b>Player Wager</b>	<b>Player/dealer Wager</b>	<b>Collection</b>	<b>Additional Collection</b>
\$5 to \$500	\$5 to \$50	\$5 to \$50	\$.50	
	\$51 and over	\$51 and over	\$1	
	\$101 to \$200	\$100 and over (total action)		\$1
	\$201 to \$300			\$2
	\$301 to \$500			\$4
<b>Additional Jackpot Collection for Player/dealer \$1</b>				

<b>Collection Rate Schedule (4-E) - Jackpot Collection of \$2</b>				
<b>Per Wager Limit for Players</b>	<b>Player Wager</b>	<b>Player/dealer Wager</b>	<b>Collection</b>	<b>Additional Collection</b>
\$5 to \$500	\$5 to \$50	\$5 to \$50	\$.50	
	\$51 and over	\$51 and over	\$1	
	\$101 to \$200	\$100 and over (total action)		\$1
	\$201 to \$300			\$2
	\$301 to \$500			\$4
<b>Additional Jackpot Collection for Player/dealer \$2</b>				

<b>Collection Rate Schedule (2.5-F)</b>				
<b>Per Wager Limit for Players</b>	<b>Player Wager</b>	<b>Player/dealer Wager</b>	<b>Collection</b>	<b>Additional Collection</b>
\$10 to \$500	\$10 and over	\$10 and over	\$1	
	\$101 to \$200	\$101 and over (total action)		\$1
	\$201 to \$300			\$2
	\$301 to \$400			\$3
	\$401 to \$500			\$4

<b>Collection Rate Schedule (2.5-F) - Jackpot Collection of \$1</b>				
<b>Per Wager Limit for Players</b>	<b>Player Wager</b>	<b>Player/dealer Wager</b>	<b>Collection</b>	<b>Additional Collection</b>
\$10 to \$500	\$10 and over	\$10 and over	\$1	
	\$101 to \$200	\$101 and over (total action)		\$1
	\$201 to \$300			\$2
	\$301 to \$400			\$3
	\$401 to \$500			\$4
<b>Additional Jackpot Collection for Player/dealer \$1</b>				

<b>Collection Rate Schedule (2.5-F) - Jackpot Collection of \$2</b>				
<b>Per Wager Limit for Players</b>	<b>Player Wager</b>	<b>Player/dealer Wager</b>	<b>Collection</b>	<b>Additional Collection</b>
\$10 to \$500	\$10 and over	\$10 and over	\$1	
	\$101 to \$200	\$101 and over (total action)		\$1
	\$201 to \$300			\$2
	\$301 to \$400			\$3
	\$401 to \$500			\$4
<b>Additional Jackpot Collection for Player/dealer \$2</b>				

<b>Collection Rate Schedule (2.5-G)</b>				
<b>Per Wager Limit for Players</b>	<b>Player Wager</b>	<b>Player/dealer Wager</b>	<b>Collection</b>	<b>Additional Collection</b>
\$10 to \$500	\$10 and over	\$10 and over	\$1	
	\$101 to \$200	\$101 to \$200 (total action)		\$1
	\$201 to \$300	\$201 and over (total action)		\$2
	\$301 to \$400			\$3
	\$401 to \$500			\$4

<b>Collection Rate Schedule (2.5-G) - Jackpot Collection of \$1</b>				
<b>Per Wager Limit for Players</b>	<b>Player Wager</b>	<b>Player/dealer Wager</b>	<b>Collection</b>	<b>Additional Collection</b>
\$10 to \$500	\$10 and over	\$10 and over	\$1	
	\$101 to \$200	\$101 to \$200 (total action)		\$1
	\$201 to \$300	\$201 and over (total action)		\$2
	\$301 to \$400			\$3
	\$401 to \$500			\$4
<b>Additional Jackpot Collection for Player/dealer \$1</b>				

<b>Collection Rate Schedule (2.5-G) - Jackpot Collection of \$2</b>				
<b>Per Wager Limit for Players</b>	<b>Player Wager</b>	<b>Player/dealer Wager</b>	<b>Collection</b>	<b>Additional Collection</b>
\$10 to \$500	\$10 and over	\$10 and over	\$1	
	\$101 to \$200	\$101 to \$200 (total action)		\$1
	\$201 to \$300	\$201 and over (total action)		\$2
	\$301 to \$400			\$3
	\$401 to \$500			\$4
<b>Additional Jackpot Collection for Player/dealer \$2</b>				

<b>Collection Rate Schedule (2.5-H)</b>				
<b>Per Wager Limit for Players</b>	<b>Player Wager</b>	<b>Player/dealer Wager</b>	<b>Collection</b>	<b>Additional Collection</b>
\$10 to \$500	\$10 and over	\$10 and over	\$1	
	\$101 to \$200	\$100 and over (total action)		\$1
	\$201 to \$300			\$2
	\$301 to \$400			\$3
	\$401 to \$500			\$4

<b>Collection Rate Schedule (2.5-H) - Jackpot Collection of \$1</b>				
<b>Per Wager Limit for Players</b>	<b>Player Wager</b>	<b>Player/dealer Wager</b>	<b>Collection</b>	<b>Additional Collection</b>
\$10 to \$500	\$10 and over	\$10 and over	\$1	
	\$101 to \$200	\$100 and over (total action)		\$1
	\$201 to \$300			\$2
	\$301 to \$400			\$3
	\$401 to \$500			\$4
<b>Additional Jackpot Collection for Player/dealer \$1</b>				

<b>Collection Rate Schedule (2.5-H) - Jackpot Collection of \$2</b>				
<b>Per Wager Limit for Players</b>	<b>Player Wager</b>	<b>Player/dealer Wager</b>	<b>Collection</b>	<b>Additional Collection</b>
\$10 to \$500	\$10 and over	\$10 and over	\$1	
	\$101 to \$200	\$100 and over (total action)		\$1
	\$201 to \$300			\$2
	\$301 to \$400			\$3
	\$401 to \$500			\$4
<b>Additional Jackpot Collection for Player/dealer \$2</b>				

<b>Collection Rate Schedule (2.5-I)</b>				
<b>Per Wager Limit for Players</b>	<b>Player Wager</b>	<b>Player/dealer Wager</b>	<b>Collection</b>	<b>Additional Collection</b>
\$10 to \$500	\$10 and over	\$10 and over	\$1	
	\$101 to \$200	\$100 to \$200 (total action)		\$1
	\$201 to \$300	\$201 and over (total action)		\$2
	\$301 to \$400			\$3
	\$401 to \$500			\$4

<b>Collection Rate Schedule (2.5-I) - Jackpot Collection of \$1</b>				
<b>Per Wager Limit for Players</b>	<b>Player Wager</b>	<b>Player/dealer Wager</b>	<b>Collection</b>	<b>Additional Collection</b>
\$10 to \$500	\$10 and over	\$10 and over	\$1	
	\$101 to \$200	\$100 to \$200 (total action)		\$1
	\$201 to \$300	\$201 and over (total action)		\$2
	\$301 to \$400			\$3
	\$401 to \$500			\$4
<b>Additional Jackpot Collection for Player/dealer \$1</b>				

<b>Collection Rate Schedule (2.5-I) - Jackpot Collection of \$2</b>				
<b>Per Wager Limit for Players</b>	<b>Player Wager</b>	<b>Player/dealer Wager</b>	<b>Collection</b>	<b>Additional Collection</b>
\$10 to \$500	\$10 and over	\$10 and over	\$1	
	\$101 to \$200	\$100 to \$200 (total action)		\$1
	\$201 to \$300	\$201 and over (total action)		\$2
	\$301 to \$400			\$3
	\$401 to \$500			\$4
<b>Additional Jackpot Collection for Player/dealer \$2</b>				

<b>Collection Rate Schedule (2.5-J)</b>				
<b>Per Wager Limit for Players</b>	<b>Player Wager</b>	<b>Player/dealer Wager</b>	<b>Collection</b>	<b>Additional Collection</b>
\$10 to \$500	\$10 and over	\$10 and over	\$1	
	\$101 to \$200	\$100 to \$200 (total action)		\$1
	\$201 to \$300	\$201 to \$300 (total action)		\$2
	\$301 to \$400	\$301 to \$400 (total action)		\$3
	\$401 to \$500	\$401 and over (total action)		\$4

<b>Collection Rate Schedule (2.5-J) - Jackpot Collection of \$1</b>				
<b>Per Wager Limit for Players</b>	<b>Player Wager</b>	<b>Player/dealer Wager</b>	<b>Collection</b>	<b>Additional Collection</b>
\$10 to \$500	\$10 and over	\$10 and over	\$1	
	\$101 to \$200	\$100 to \$200 (total action)		\$1
	\$201 to \$300	\$201 to \$300 (total action)		\$2
	\$301 to \$400	\$301 to \$400 (total action)		\$3
	\$401 to \$500	\$401 and over (total action)		\$4
<b>Additional Jackpot Collection for Player/dealer \$1</b>				



<b>Collection Rate Schedule (2.5-J) - Jackpot Collection of \$2</b>				
<b>Per Wager Limit for Players</b>	<b>Player Wager</b>	<b>Player/dealer Wager</b>	<b>Collection</b>	<b>Additional Collection</b>
\$10 to \$500	\$10 and over	\$10 and over	\$1	
	\$101 to \$200	\$100 to \$200 (total action)		\$1
	\$201 to \$300	\$201 to \$300 (total action)		\$2
	\$301 to \$400	\$301 to \$400 (total action)		\$3
	\$401 to \$500	\$401 and over (total action)		\$4
<b>Additional Jackpot Collection for Player/dealer \$2</b>				

<b>Collection Rate Schedule (2.5-K)</b>				
<b>Per Wager Limit for Players</b>	<b>Player Wager</b>	<b>Player/dealer Wager</b>	<b>Collection</b>	<b>Additional Collection</b>
\$100 to \$500	\$100 and over	\$100 and over	\$1	
	\$101 to \$200	\$101 to \$200 (total action)		\$1
	\$201 to \$300	\$201 to \$300 (total action)		\$2
	\$301 to \$400	\$301 to \$400 (total action)		\$3
	\$401 to \$500	\$401 and over (total action)		\$4

<b>Collection Rate Schedule (2.5-K) - Jackpot Collection of \$1</b>				
<b>Per Wager Limit for Players</b>	<b>Player Wager</b>	<b>Player/dealer Wager</b>	<b>Collection</b>	<b>Additional Collection</b>
\$100 to \$500	\$100 and over	\$100 and over	\$1	
	\$101 to \$200	\$101 to \$200 (total action)		\$1
	\$201 to \$300	\$201 to \$300 (total action)		\$2
	\$301 to \$400	\$301 to \$400 (total action)		\$3
	\$401 to \$500	\$401 and over (total action)		\$4
<b>Additional Jackpot Collection for Player/dealer \$1</b>				

<b>Collection Rate Schedule (2.5-K) - Jackpot Collection of \$2</b>				
<b>Per Wager Limit for Players</b>	<b>Player Wager</b>	<b>Player/dealer Wager</b>	<b>Collection</b>	<b>Additional Collection</b>
\$100 to \$500	\$100 and over	\$100 and over	\$1	
	\$101 to \$200	\$101 to \$200 (total action)		\$1
	\$201 to \$300	\$201 to \$300 (total action)		\$2
	\$301 to \$400	\$301 to \$400 (total action)		\$3
	\$401 to \$500	\$401 and over (total action)		\$4
<b>Additional Jackpot Collection for Player/dealer \$2</b>				

## **II. Jackpot rules:**

- A. The Jackpot collection fee will not be collected if there aren't at least a predetermined number of participants playing hands, who have made a wager, involved in the play of the hand.
- B. In the event that there were fewer than the predetermined number of hands wagered upon necessary for the table to be eligible to win the Jackpot Prize: the game would not be recognized as an official Jackpot game and a Jackpot fee would not be collected.
- C. If a Jackpot fee is not collected, the participants would not be eligible for the Jackpot prize. The amount of the Jackpot Collection and predetermined number of participants with playing hands will be posted within view of each participating table.
- D. Except for "*No Purchase Necessary*" participants, players who do not pay a collection will not be eligible to win a portion of the Jackpot.

## **III. Generally Applicable Rules:**

- A. The applicable schedule is posted at the table. The Floor-people and dealers shall enforce the schedules.
- B. Players may make multiple wagers, stacked separately. Multiple wagers made by the same player may be stacked after fee collection.
- C. Player/Dealer wager limits are always table stakes, meaning that the Player/Dealer wager is limited to the chips held by the Player/Dealer on the table regardless of the per player or per position wager limits.
- D. The House shall post per position wagering limits from \$2,000 to \$20,000 per position. So for example, if pursuant to a schedule with a wagering limit of \$2,500 per player, the seated player wagers the maximum, and the wagering limit per position is \$8,000, then other players may make up to a total of \$5,500 in additional wagers in that same position, placed behind the seated Players' wagers(s), each of which wagers must conform to the rules herein.

- E. Changes made pursuant to Generally Applicable Rules D will not result in percentage collection rates, and the club will send notice to the Bureau of all such changes.
- F. If the game gets slow, the Floor-person may, at his/her own discretion, decide to waive the collections. This decision will be made on a per hand basis. In blackjack, the decision will be made before any cards are dealt. In Pai Gow Poker, the decision will be made before the player/dealer's hand is exposed.
- G. In Pai Gow Poker, the collection is taken before the Player/Dealer's hand is exposed.
- H. Fee collection(s) shall be placed in front of or abutting wager(s).
- I. All bet amounts must be in \$5 increments. Except, when betting limits allow bets of \$2, \$3, or \$4, then only bets of those amounts will not be required to be in \$5 increments.

### **Collection schedules for California Club Casino Poker games**

Fees are not calculated as a fraction or percentage of wagers made or winnings earned, nor collected per wager or based on any wager. Fees are determined prior to the start of play of any hand. Collections will be taken from the pot before it is awarded.

**Time Collection.** After the hour and half hour of each hour that a game is in progress, where only two players are dealt in, the house will collect a time collection of \$6 from each player. This collection will be the only collection taken until more players join the game.

### **Texas Hold'em High, Texas Hold'em Low, Texas Hold'em High/Low Split Limit Games**

Table Limit	Number of Players	Collection Fee
\$3/\$6, \$4/\$8 , \$6/\$12, \$9/\$18, \$12/\$24, \$15/\$30, \$20/\$40, \$40/\$80	7+	\$4.00
	6	\$3.00
	5	\$2.00
	4 or less	\$1.00
	* 2	\$6.00 per 30 minutes
\$3/\$6, \$4/\$8 , \$6/\$12, \$9/\$18, \$12/\$24, \$15/\$30, \$20/\$40, \$40/\$80	8+	\$5.00
	7	\$4.00
	6	\$3.00
	5	\$2.00
	4 or less	\$1.00

\*This will only be done in \$6-\$12 or larger limit games, or No-Limit Texas Hold'em games.

### **Spread Limit Games**

Table Limit	Number of Players	Collection Fee
\$2 - \$40 \$3 - \$100 \$5 - \$200 \$10 - \$200	7+	\$4.00
	6	\$3.00
	5	\$2.00
	4 or less	\$1.00
	* 2 or less	\$0.00

\*This will only be done in \$6-\$12 or larger limit games, or No-Limit Texas Hold'em games.

### **No Limit / Pot Limit Games**

Buy In Amount	Number of Players	Collection Fee
\$100 Minimum; \$200 Maximum	7+	\$4.00
	6	\$3.00
	5	\$2.00
	4 or less	\$1.00
	* 2 or less	\$6.00 per 30 minutes

\$100 Minimum; \$200 Maximum	8+	\$5.00
	7	\$4.00
	6	\$3.00
	5	\$2.00
	4 or less	\$1.00
\$200 Minimum; \$400 Maximum	7+	\$6.00
	6	\$5.00
	5	\$3.00
	4 or less	\$1.00
	* 2 or less	\$6.00 per 30 minutes
\$200 Minimum; \$400 Maximum	8+	\$5.00
	7	\$4.00
	6	\$3.00
	5	\$2.00
	4 or less	\$1.00

\*This will only be done in \$6-\$12 or larger limit games, or No-Limit Texas Hold'em games.

### **Omaha High, Omaha Low, Omaha High/Low Split Limit Games**

<b>Table Limit</b>	<b>Number of Players</b>	<b>Collection Fee</b>
\$1/\$2 , \$2/\$4 , \$3/\$6, \$4/\$8 , \$6/\$12	7+	\$4.00
	6	\$3.00
	5	\$2.00
	4 or less	\$1.00
	* 2 or less	\$0.00
\$1/\$2 , \$2/\$4 , \$3/\$6, \$4/\$8 , \$6/\$12	7+	\$5.00
	6	\$4.00
	5	\$2.00
	4 or less	\$1.00
	* 2 or less	\$0.00
\$1/\$2 , \$2/\$4 , \$3/\$6, \$4/\$8 , \$6/\$12	3 or more	\$0.00
	2	\$6.00 per 30 minutes

\*This will only be done in \$6-\$12 or larger limit games.

### **Spread Limit Games**

<b>Table Limit</b>	<b>Number of Players</b>	<b>Collection Fee</b>
\$4 - \$40 \$3 - \$100 \$5 - \$200 \$10 - \$200	7+	\$4.00
	6	\$3.00
	5	\$2.00
	4 or less	\$1.00
	* 2 or less	\$0.00

**No Limit / Pot Limit Games**

<b>Buy In Amount</b>	<b>Number of Players</b>	<b>Collection Fee</b>
\$20 Minimum; \$60 Maximum	7+	\$4.00
	6	\$3.00
	5	\$2.00
	4 or less	\$1.00
	* 2 or less	\$0.00
\$100 Minimum; No Maximum	7+	\$5.00
	6	\$4.00
	5	\$2.00
	4 or less	\$1.00
	* 2 or less	\$0.00
No Minimum; No Maximum	7+	\$6.00
	6	\$5.00
	5	\$3.00
	4 or less	\$1.00
	* 2 or less	\$0.00

## Omaha High/Low Split

- 1) Omaha is played with a standard fifty-two (52) card deck.
- 2) Designated players put in blinds.
- 3) Each player is dealt one card, face down, in turn, until each player has four cards and a round of betting follows.
- 4) Three community cards are then dealt face up in the center of the table. A round of betting follows.
- 5) A fourth community card is dealt face up on the table. A round of betting follows.
- 6) A fifth community card is dealt face up on the table. A round of betting follows.
- 7) The remaining players expose their hands to determine the winner or winners.
- 8) Using any two cards out of the four cards in a player's hand along with any three of the five community cards on the table, each player's best five-card poker hand is established to determine the winner or winners.
- 9) The winning hand is the highest and the lowest (qualifying) ranking hand (s). The highest and the lowest (qualifying) hands split the pot. To qualify for a low hand, a player must have a combination of five cards that do not make a pair or higher and none of which is higher than an eight. The ace plays as low for purposes of determining the low and may play as both high and low for purposes of determining the high. Straights and Flushes are not considered when determining low hands. The best five card high poker hand and qualifying low poker hand split the pot. If no player has a qualifying low hand, the player with the highest ranking five card poker hand wins the entire pot. If two or more players have the same high hands, they will split the high portion of the pot equally. If two or more players have the same low hands, they will split the low portion of the pot equally.
- 10) In any given betting round, if a player bets in turn and no other player calls, the player who bet wins the pot and that hand is over. Blinds are considered bets made in turn.
- 11) Betting limits:
  - A) No Limit
  - B) Pot Limit
  - C) Spread Limit
  - D) Straight Limit
  - E) Fixed Limit

### **Rules for Omaha High-Low Split**

- 1) If four cards are accidentally turned by the dealer on the flop, the 4th card will be taken back and used as the burn card, if it can be identified. If five or more cards are exposed on the flop, it will be taken back and reshuffled, except the burn card which remains burned. No new burn card will be used.
- 2) If cards are flopped by the dealer before all betting is completed, the entire flop is taken back and reshuffled.
- 3) If the dealer turns up the 4th card on the board before the round of betting is completed, the next card is burned and the 5th card is put down in the 4th card's place. After the betting is completed, the dealer will reshuffle the deck, including the card that was taken out of play, but not the burn cards or the discards. The dealer will then turn the 5th card without burning. If the wager that was not called by all active players was less than half the amount to bet on that round (\$4 was bet on the turn card in a 6-12 fixed limit game), the card will not be taken back.
- 4) If the 5th card is turned up before betting is completed, it shall be reshuffled in the same manner as the previous rule. If the wager that was not called by all active players was less than half the amount to bet on that round (\$4 was bet on the turn card in a 6-12 fixed limit game), the card will not be taken back.
- 5) Check Raise is allowed.
- 6) There will be a limit of three raises.
- 7) Any player who wins a pot of a predetermined value or more must kill it the next hand. To kill it, the limit is raised for the next hand and the player that won is required to put up a blind bet equal to the amount of the new lower limit. However, if two or more players split the main pot, there will be no kill the next hand.
- 8) Players must use two of their four hole cards to make a hand
- 9) When using a qualifier for low hand, in High-Low Split, and no hand qualifies for the low, the high hand wins the whole pot.



## **Betting Structures for Omaha High-Low Split**

All games are table stakes. Therefore, players can not bet more than they have on the table, in chips, at the beginning of the hand. In addition, no player can lose rights to money he's put in the pot due to insufficient funds. Players will be considered all-in at the point that they run out of chips and will not be forced to call any future bets for that hand. All-in players can win, from the other active players, only what proportionally is in the pot at the point at which they are all-in.

In any Omaha game, regardless of the limit, the house may stipulate, before the game begins, how and whether or not blind bets will be put up. The house may also stipulate how and whether or not antes are to be put up. Blinds may be any predetermined amount and may or may not directly relate to the limit of the game currently being played.

### **No Limit**

Before the flop:

- 1) Players (except for players going all-in) must call at least the minimum bring-in, plus any raises made, in order to continue in a hand or fold. Therefore, players may never check before the flop.
- 2) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the "short raise" will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) Players may bet all of the chips that they have on the table, anytime it is their turn to bet.

On all rounds of betting after the flop:

- 1) Players may check or bet an amount equal to or greater than the minimum bring-in (except for players going all-in).
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the "short raise" will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.
- 4) Players may bet all of the chips that they have on the table, anytime it is their turn to bet.

### **Pot Limit**

Before the flop:

- 1) Players (except for players going all-in) must call at least the minimum bring-in, plus any raises made, in order to continue in a hand or fold. Therefore, players may never check before the flop.
- 2) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the "short raise" will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.

On all rounds of betting after the flop:

- 1) Players may check or bet an amount equal to or greater than the minimum bring-in (except for players going all-in).
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the "short raise" will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.

General:

- 1) In games where single dollar chips are involved in the blind, the pot total will be rounded to the nearest \$5.
- 2) Players may not at any time bet more than the amount in the pot, but may always bet up to the amount in the pot.
- 3) Money put into the pot to call a bet is automatically added to the size of the pot in order to compute the maximum amount a player can raise.

**Spread Limit**

Before the flop:

- 1) Players (except for players going all-in) must bet at least an amount equal to the lower limit, and no larger than the upper limit, in order to continue in the hand or fold. Therefore, players may never check before the flop.
- 2) All raises must be equal to or greater than the size of the previous bet or raise (except for all-in bets).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.

On all rounds of betting after the flop:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet at least an amount equal to the lower limit, and no larger than the upper limit.
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be equal to or greater than the size of the previous bet or raise (except for all-in bets).

**Fixed Limit**

Before the flop:

- 1) Players (except for players going all-in) must bet an amount equal to the lower limit in order to continue in the hand or fold (e.g. \$3 in a \$3 - \$6 game). Therefore, players may never check before the flop.
- 2) All raises must be in increments of the lower limit. All-in bets are the only exception.
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.

After the flop:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the lower limit (e.g. \$3 in a \$3 - \$6 game).

- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the lower limit. All-in bets are the only exception.

After the turn:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the higher limit (e.g. \$6 in a \$3 - \$6 game).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the higher limit. All-in bets are the only exception.

After the river:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the higher limit (e.g. \$6 in a \$3 - \$6 game).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the higher limit. All-in bets are the only exception.

### **Straight Limit**

Before the flop:

- 1) Players (except for players going all-in) must bet an amount equal to the betting limit in order to continue in the hand or fold (e.g. \$30 in a straight \$30 game). Therefore, players may never check before the flop.
- 2) All raises must be in increments of the stipulated limit (unless going all-in).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.

On all rounds of betting after the flop:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the betting limit (e.g. \$30 in a straight \$30 game).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the betting limit. All-in bets are the only exception.

### **Terms Used in Omaha High-Low Split)**

<b>Community Cards</b>	Cards dealt face up on the table to be used by all players at the table to make a five-card poker hand.
<b>The Board</b>	All five community cards.
<b>Flop</b>	The first three community cards dealt face up simultaneously on the table.
<b>Turn</b>	The fourth community card dealt face up on the table.
<b>River</b>	The fifth community card dealt face up on the table.
<b>Button</b>	A marker supplied by the house to designate the dealer and establish the blinds for a particular hand.
<b>Blind</b>	A bet put up by a player or players before any cards are dealt.
<b>Set</b>	When a player has three of a kind using both hole cards and one card from the board.
<b>Trips</b>	When a player has three of a kind using one card from his hand and a pair on the board.
<b>Scooper</b>	A hand that wins the high and the low in a high-low split game.
<b>Hogger</b>	Same as a Scooper.
<b>Pocket Pair</b>	A pair in a player's hole cards.
<b>Qualifier</b>	(When playing Omaha High-Low Split or straight Low) The designated low hand that you must have or better in order to be eligible to win the pot.
<b>8 or Better</b>	(When playing Omaha High-Low Split) The low hand must be an eight or better to qualify.
<b>Post</b>	When a player puts up a blind bet to make up for blinds missed.
<b>Kill</b>	When a player wins a pot of a predetermined amount, the limit is raised for the next hand and the player that won is required to put up a blind bet equal to the amount of the new lower limit.

## Omaha High

- 1) Omaha is played with a standard fifty-two (52) card deck.
- 2) Designated players put in blinds.
- 3) Each player is dealt one card, face down, in turn, until each player has four cards and a round of betting follows.
- 4) Three community cards are then dealt face up in the center of the table. A round of betting follows.
- 5) A fourth community card is dealt face up on the table. A round of betting follows.
- 6) A fifth community card is dealt face up on the table. A round of betting follows.
- 7) The remaining players expose their hands to determine the winner or winners.
- 8) Using any two cards out of the four cards in a player's hand along with any three of the five community cards on the table, each player's best five-card poker hand is established to determine the winner or winners.
- 9) The winning hand is the highest ranking five-card poker hand. If two or more players have the same high hands, they will split the pot equally.
- 10) In any given betting round, if a player bets in turn and no other player calls, the player who bet wins the pot and that hand is over. Blinds are considered bets made in turn.
- 11) Betting limits:
  - A) No Limit
  - B) Pot Limit
  - C) Spread Limit
  - D) Straight Limit
  - E) Fixed Limit

### **Rules for Omaha High**

- 1) If four cards are accidentally turned by the dealer on the flop, the 4th card will be taken back and used as the burn card, if it can be identified. If five or more cards are exposed on the flop, it will be taken back and reshuffled, except the burn card which remains burned. No new burn card will be used.
- 2) If cards are flopped by the dealer before all betting is completed, the entire flop is taken back and reshuffled.
- 3) If the dealer turns up the 4th card on the board before the round of betting is completed, the next card is burned and the 5th card is put down in the 4th card's place. After the betting is completed, the dealer will reshuffle the deck, including the card that was taken out of play, but not the burn cards or the discards. The dealer will then turn the 5th card without burning. If the wager that was not called by all active players was less than half the amount to bet on that round (\$4 was bet on the turn card in a 6-12 fixed limit game), the card will not be taken back.
- 4) If the 5th card is turned up before betting is completed, it shall be reshuffled in the same manner as the previous rule. If the wager that was not called by all active players was less than half the amount to bet on that round (\$4 was bet on the turn card in a 6-12 fixed limit game), the card will not be taken back.
- 5) Check Raise is allowed.
- 6) There will be a limit of 3 raises.
- 7) Any player who wins a pot of a predetermined value or more must kill it the next hand. To kill it, the limit is raised for the next hand and the player that won is required to put up a blind bet equal to the amount of the new lower limit. However, if two or more players split the main pot, there will be no kill the next hand.
- 8) Players must use two of their four hole cards to make a hand.

## **Betting Structures for Omaha High**

All games are table stakes. Therefore, players can not bet more than they have on the table, in chips, at the beginning of the hand. In addition, no player can lose rights to money he's put in the pot due to insufficient funds. Players will be considered all-in at the point that they run out of chips and will not be forced to call any future bets for that hand. All-in players can win, from the other active players, only what proportionally is in the pot at the point at which they are all-in.

In any Omaha game, regardless of the limit, the house may stipulate, before the game begins, how and whether or not blind bets will be put up. The house may also stipulate how and whether or not antes are to be put up. Blinds may be any predetermined amount and may or may not directly relate to the limit of the game currently being played.

### **No Limit**

Before the flop:

- 1) Players (except for players going all-in) must call at least the minimum bring-in, plus any raises made, in order to continue in a hand or fold. Therefore, players may never check before the flop.
- 2) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the "short raise" will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) Players may bet all of the chips that they have on the table, anytime it is their turn to bet.

On all rounds of betting after the flop:

- 1) Players may check or bet an amount equal to or greater than the minimum bring-in (except for players going all-in).
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the "short raise" will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.
- 4) Players may bet all of the chips that they have on the table, anytime it is their turn to bet.

### **Pot Limit**

Before the flop:

- 1) Players (except for players going all-in) must call at least the minimum bring-in, plus any raises made, in order to continue in a hand or fold. Therefore, players may never check before the flop.
- 2) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the "short raise" will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.

On all rounds of betting after the flop:

- 1) Players may check or bet an amount equal to or greater than the minimum bring-in (except for players going all-in).
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the "short raise" will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.

General:

- 1) In games where single dollar chips are involved in the blind, the pot total will be rounded to the nearest \$5.
- 2) Players may not at any time bet more than the amount in the pot, but may always bet up to the amount in the pot.
- 3) Money put into the pot to call a bet is automatically added to the size of the pot in order to compute the maximum amount a player can raise.

**Spread Limit**

Before the flop:

- 1) Players (except for players going all-in) must bet at least an amount equal to the lower limit, and no larger than the upper limit, in order to continue in the hand or fold. Therefore, players may never check before the flop.
- 2) All raises must be equal to or greater than the size of the previous bet or raise (except for all-in bets).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.

On all rounds of betting after the flop:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet at least an amount equal to the lower limit, and no larger than the upper limit.
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be equal to or greater than the size of the previous bet or raise (except for all-in bets).

**Fixed Limit**

Before the flop:

- 1) Players (except for players going all-in) must bet an amount equal to the lower limit in order to continue in the hand or fold (e.g. \$3 in a \$3 - \$6 game). Therefore, players may never check before the flop.
- 2) All raises must be in increments of the lower limit. All-in bets are the only exception.
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.

After the flop:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the lower limit (e.g. \$3 in a \$3 - \$6 game).



- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the lower limit. All-in bets are the only exception.

After the turn:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the higher limit (e.g. \$6 in a \$3 - \$6 game).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the higher limit. All-in bets are the only exception.

After the river:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the higher limit (e.g. \$6 in a \$3 - \$6 game).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the higher limit. All-in bets are the only exception.

### **Straight Limit**

Before the flop:

- 1) Players (except for players going all-in) must bet an amount equal to the betting limit in order to continue in the hand or fold (e.g. \$30 in a straight \$30 game). Therefore, players may never check before the flop.
- 2) All raises must be in increments of the stipulated limit (unless going all-in).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.

On all rounds of betting after the flop:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the betting limit (e.g. \$30 in a straight \$30 game).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the betting limit. All-in bets are the only exception.

## **Terms Used in Omaha High**

<b>Community Cards</b>	Cards dealt face up on the table to be used by all players at the table to make a five-card poker hand.
<b>The Board</b>	All five community cards.
<b>Flop</b>	The first three community cards dealt face up simultaneously on the table.
<b>Turn</b>	The fourth community card dealt face up on the table.
<b>River</b>	The fifth community card dealt face up on the table.
<b>Button</b>	A marker supplied by the house to designate the dealer and establish the blinds for a particular hand.
<b>Blind</b>	A bet put up by a player or players before any cards are dealt.
<b>Set</b>	When a player has three of a kind using both hole cards and one card from the board.
<b>Trips</b>	When a player has three of a kind using one card from his hand and a pair on the board.
<b>Scooper</b>	A hand that wins the high and the low in a high-low split game.
<b>Hogger</b>	Same as a Scooper.
<b>Pocket Pair</b>	A pair in a player's hole cards.
<b>Qualifier</b>	(When playing Omaha High-Low Split or straight Low) The designated low hand that you must have or better in order to be eligible to win the pot.
<b>8 or Better</b>	(When playing Omaha High-Low Split) The low hand must be an eight or better to qualify.
<b>Post</b>	When a player puts up a blind bet to make up for blinds missed.
<b>Kill</b>	When a player wins a pot of a predetermined amount, the limit is raised for the next hand and the player that won is required to put up a blind bet equal to the amount of the new lower limit.

## Omaha Low

- 1) Omaha is played with a standard fifty-two (52) card deck.
- 2) Designated players put in blinds.
- 3) Each player is dealt one card, face down, in turn, until each player has four cards and a round of betting follows.
- 4) Three community cards are then dealt face up in the center of the table. A round of betting follows.
- 5) A fourth community card is dealt face up on the table. A round of betting follows.
- 6) A fifth community card is dealt face up on the table. A round of betting follows.
- 7) The remaining players expose their hands to determine the winner or winners.
- 8) Using any two cards out of the four cards in a player's hand along with any three of the five community cards on the table, each player's best five-card poker hand is established to determine the winner or winners.
- 9) The winning hand is the lowest ranking five-card poker hand possible (ignoring straights and flushes). If two or more players have the same low hands, they will split the low portion of the pot equally.
- 10) In any given betting round, if a player bets in turn and no other player calls, the player who bet wins the pot and that hand is over. Blinds are considered bets made in turn.
- 11) Betting limits:
  - A) No Limit
  - B) Pot Limit
  - C) Spread Limit
  - D) Straight Limit
  - E) Fixed Limit

### **Rules for Omaha Low**

- 1) If four cards are accidentally turned by the dealer on the flop, the 4th card will be taken back and used as the burn card, if it can be identified. If five or more cards are exposed on the flop, it will be taken back and reshuffled, except the burn card which remains burned. No new burn card will be used.
- 2) If cards are flopped by the dealer before all betting is completed, the entire flop is taken back and reshuffled.
- 3) If the dealer turns up the 4th card on the board before the round of betting is completed, the next card is burned and the 5th card is put down in the 4th card's place. After the betting is completed, the dealer will reshuffle the deck, including the card that was taken out of play, but not the burn cards or the discards. The dealer will then turn the 5th card without burning. If the wager that was not called by all active players was less than half the amount to bet on that round (\$4 was bet on the turn card in a 6-12 fixed limit game), the card will not be taken back.
- 4) If the 5th card is turned up before betting is completed, it shall be reshuffled in the same manner as the previous rule. If the wager that was not called by all active players was less than half the amount to bet on that round (\$4 was bet on the turn card in a 6-12 fixed limit game), the card will not be taken back.
- 5) Check Raise is allowed.
- 6) Three raises are allowed.
- 7) Any player who wins a pot of a predetermined value or more must kill it the next hand. To kill it, the limit is raised for the next hand and the player that won is required to put up a blind bet equal to the amount of the new lower limit. However, if two or more players split the main pot, there will be no kill the next hand.
- 8) Players must use two of their four hole cards to make a hand.

## **Betting Structures for Omaha Low**

All games are table stakes. Therefore, players can not bet more than they have on the table, in chips, at the beginning of the hand. In addition, no player can lose rights to money he's put in the pot due to insufficient funds. Players will be considered all-in at the point that they run out of chips and will not be forced to call any future bets for that hand. All-in players can win, from the other active players, only what proportionally is in the pot at the point at which they are all-in.

In any Omaha game, regardless of the limit, the house may stipulate, before the game begins, how and whether or not blind bets will be put up. The house may also stipulate how and whether or not antes are to be put up. Blinds may be any predetermined amount and may or may not directly relate to the limit of the game currently being played.

### **No Limit**

Before the flop:

- 1) Players (except for players going all-in) must call at least the minimum bring-in, plus any raises made, in order to continue in a hand or fold. Therefore, players may never check before the flop.
- 2) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the "short raise" will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) Players may bet all of the chips that they have on the table, anytime it is their turn to bet.

On all rounds of betting after the flop:

- 1) Players may check or bet an amount equal to or greater than the minimum bring-in (except for players going all-in).
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the "short raise" will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.
- 4) Players may bet all of the chips that they have on the table, anytime it is their turn to bet.

### **Pot Limit**

Before the flop:

- 1) Players (except for players going all-in) must call at least the minimum bring-in, plus any raises made, in order to continue in a hand or fold. Therefore, players may never check before the flop.
- 2) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the "short raise" will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.

On all rounds of betting after the flop:

- 1) Players may check or bet an amount equal to or greater than the minimum bring-in (except for players going all-in).
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the "short raise" will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.

General:

- 1) In games where single dollar chips are involved in the blind, the pot total will be rounded to the nearest \$5.
- 2) Players may not at any time bet more than the amount in the pot, but may always bet up to the amount in the pot.
- 3) Money put into the pot to call a bet is automatically added to the size of the pot in order to compute the maximum amount a player can raise.

**Spread Limit**

Before the flop:

- 1) Players (except for players going all-in) must bet at least an amount equal to the lower limit, and no larger than the upper limit, in order to continue in the hand or fold. Therefore, players may never check before the flop.
- 2) All raises must be equal to or greater than the size of the previous bet or raise (except for all-in bets).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.

On all rounds of betting after the flop:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet at least an amount equal to the lower limit, and no larger than the upper limit.
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be equal to or greater than the size of the previous bet or raise (except for all-in bets).

**Fixed Limit**

Before the flop:

- 1) Players (except for players going all-in) must bet an amount equal to the lower limit in order to continue in the hand or fold (e.g. \$3 in a \$3 - \$6 game). Therefore, players may never check before the flop.
- 2) All raises must be in increments of the lower limit. All-in bets are the only exception.
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.

After the flop:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the lower limit (e.g. \$3 in a \$3 - \$6 game).

- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the lower limit. All-in bets are the only exception.

After the turn:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the higher limit (e.g. \$6 in a \$3 - \$6 game).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the higher limit. All-in bets are the only exception.

After the river:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the higher limit (e.g. \$6 in a \$3 - \$6 game).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the higher limit. All-in bets are the only exception.

### **Straight Limit**

Before the flop:

- 1) Players (except for players going all-in) must bet an amount equal to the betting limit in order to continue in the hand or fold (e.g. \$30 in a straight \$30 game). Therefore, players may never check before the flop.
- 2) All raises must be in increments of the stipulated limit (unless going all-in).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.

On all rounds of betting after the flop:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the betting limit (e.g. \$30 in a straight \$30 game).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the betting limit. All-in bets are the only exception.

## **Terms Used in Omaha Low**

<b>Community Cards</b>	Cards dealt face up on the table to be used by all players at the table to make a five-card poker hand.
<b>The Board</b>	All five community cards.
<b>Flop</b>	The first three community cards dealt face up simultaneously on the table.
<b>Turn</b>	The fourth community card dealt face up on the table.
<b>River</b>	The fifth community card dealt face up on the table.
<b>Button</b>	A marker supplied by the house to designate the dealer and establish the blinds for a particular hand.
<b>Blind</b>	A bet put up by a player or players before any cards are dealt.
<b>Set</b>	When a player has three of a kind using both hole cards and one card from the board.
<b>Trips</b>	When a player has three of a kind using one card from his hand and a pair on the board.
<b>Scooper</b>	A hand that wins the high and the low in a high-low split game.
<b>Hogger</b>	Same as a Scooper.
<b>Pocket Pair</b>	A pair in a player's hole cards.
<b>Qualifier</b>	(When playing Omaha High-Low Split or straight Low) The designated low hand that you must have or better in order to be eligible to win the pot.
<b>8 or Better</b>	(When playing Omaha High-Low Split) The low hand must be an eight or better to qualify.
<b>Post</b>	When a player puts up a blind bet to make up for blinds missed.
<b>Kill</b>	When a player wins a pot of a predetermined amount, the limit is raised for the next hand and the player that won is required to put up a blind bet equal to the amount of the new lower limit.



## **Pai-Gow Poker Jokers Wild (Double Hand Poker)**

### **GENERAL DESCRIPTION**

- 1) Pai Gow Poker Jokers Wild is played with a standard fifty-two (52) card deck with a joker.
- 2) The game is played on a table with seven seated-positions.
- 3) All players are competing against the player/dealer. The object of the game, as a player, is to make two hands which are both superior to the player/dealer's. The object of the game, as the player/dealer, is to make two hands which are the same or superior to each player's two hands.
- 4) The Player/dealer wins all hands that copy (are ties).

### **PLAY OF THE GAME**

- 1) Players and the player/dealer put up any bets they wish to place for the next hand.
- 2) The player/dealer selects a specific pile of seven cards to be given out first on the deal (the action pile).
- 3) The player/dealer shakes the dice cup to determine which player will receive the action pile (chosen by the player/dealer in the previous step) and which player will have his/her bet settled first.
- 4) Each seated-position (with at least one bet on it) receives a pile of seven cards.
- 5) Players arrange their cards into a two card high hand and a five card high hand. A player's five card hand must rank higher than his/her two card hand.
- 6) Once all players have set their hands, the player/dealer's cards are exposed and set into a two card hand and a five card hand. A player/dealer's five card hand must rank higher than his/her two card hand.
- 7) Once the player/dealer's hand is set, each player's hand is exposed, in turn, to decide the winners and the losers.
- 8) The winner is determined by comparing a player's two card hand against the player/dealer's two card hand and a player's five card hand against the player/dealer's five card hand. A player wins if his/her two card hand is superior to the player/dealer's two card hand and his/her five card hand is superior to the player/dealer's five card hand. The player/dealer wins if his/her two card hand is superior to or "copies" a player's two card hand and the player/dealer's five card hand is superior to or "copies" the player's five card hand.
- 9) If a player has one hand that ranks higher than the player/dealer and one hand that ranks lower or "copies", it is a push and no one wins.

### **General Rules for Pai Gow Poker Jokers Wild (Double Hand Poker)**

- 1) The hands are ranked in sequence according to the Poker Ranking Chart shown in the accompanying ranking charts.
- 2) Players and the player/dealer must arrange their seven cards into a two card hand and a five card hand. The five card hand must rank higher than the two card hand. Example: If a player's cards are A A K K 2 3 4, the player may arrange the hand with the pair of Kings in the low hand and the pair of Aces 2 3 4 in the high hand. The player could also put 3 4 in the low hand and two pair, Aces and Kings with a 2 kicker in the high hand. The pair of Aces could not be in the two card hand.

- 3) If a player's two card hand and the player/dealer's two card hand are equally ranked (copy), the player/dealer wins the two card hand. If a player's five card hand and the player/dealer's five card hand are equally ranked (copy), the player/dealer wins the five card hand.
- 4) All players at the table play against another player or players acting as the player/dealer. Players are never playing against the house.
- 5) Players place their bets before the dice cup is opened. No change in bets can occur after that point. Only chips placed in the demarcated area on the table constitute a valid bet.
- 6) Each player is responsible for the chips he places on the table.
- 7) Betting limits are established in advance.
- 8) The player/dealer is allowed to cover all individual bets, but is not required to.
- 9) No side bets are allowed.
- 10) A joker is deemed to be wild (able to take on the value of any of the cards in a standard deck of 52 playing cards that gives the hand its highest possible ranking).
- 11) When the player/dealer position moves to another seated-position, any player betting on that seated-position the previous hand is eligible to be the player/dealer for the next hand. The player sitting at that seated-position has the first option as long as he paid a collection on his seated-position the previous hand. Players who also paid collection on that seated-position the previous hand are eligible to be the player/dealer (if the seated player refused), in order of the square they bet in.
- 12) The player/dealer position will be rotated or offered to all positions after every two hands.
- 13) Players and the player/dealer may only win or lose, on any given hand, an amount equal to the chips bet when the dice cup was opened. Bets are collected and paid only to the extent that the player/dealer's bet is in action.
- 14) By a random method (e.g. shaking a dice or other) the player/dealer determines which seated-position receives the action pile and is the first to have its bets settled against the player/dealer.
- 15) Piles are dealt starting with the action pile and continuing with the next pile to the dealer's right. Piles are given out in order (clockwise) to each seated-position.
- 16) Any piles dealt to a seated-position without a bet are subsequently retrieved by the dealer.
- 17) When the dealer is arranging the cards into piles of seven cards, if one card is exposed, and it is not an ace or a joker, the card is set aside, the remaining cards are dealt out as normal and the exposed card is replaced with top card left over after making seven piles of seven cards. If the exposed card is an ace or a joker, the entire deck is scrambled together, shuffled, and re-dealt.
- 18) When the dealer is distributing piles to the players, if a card is exposed, that player's hand is dead and all bets on that seated-position are returned.
- 19) The controlling player is the one with the largest bet on that position. That player controls the setting of the hands.
- 20) It is each player's responsibility to arrange his hands correctly. Hands play as set.
- 21) Once the hand is set, players must place it in front of their bets. The cards must be arranged into a two card hand and a five card hand. If the hand is not set at all, it will be played House Way.

- 22) Players are forbidden to show or discuss their hand with any player involved in another active hand.
- 23) Should a player want the dealer to set the hand House Way, the player should hand the cards to the dealer who will set the hands and leave them in front of the player's bet.
- 24) Upon opening the player/dealer's hand, the dealer may show reasonable options in setting of the hands, but the final setting is the player/dealer's decision.
- 25) Any attempts to switch, pass, hold out cards, or any other illegal actions may result in a fouled hand and forfeiture of that wager to the extent that money covers.
- 26) The player/dealer must signal in an acceptable manner (e.g. turn over the "GO" button) before the dealer will expose any players' hands
- 27) Once the dealer has begun scrambling the cards together, management cannot render a decision regarding the previous hand.
- 28) Player's must protect their hands.
- 29) The house does not stand good for mistakes.
- 30) Players may be away from the table for a maximum of 30 minutes. After that period, players may forfeit their seats. The house may change the length of the time period.
- 31) Management reserves the right to make decisions which are in the best interest of the game. Therefore, under special circumstances, a decision may be rendered that is contrary to the strict and technical interpretation of these rules.
- 32) Decisions of management are final.

## **Glossary of Terms for Pai Gow Poker Jokers Wild (Double Hand Poker)**

<b>Action Pile</b>	The pile chosen by the player/dealer, before the hand begins, which will be given out to the seated-position determined by the shake of the dice cup.
<b>Action Button</b>	A token used to designate where the settling of bets will begin (the action).
<b>Action (1)</b>	The player position where the settling of bets begins.
<b>Action (2)</b>	When a player or player/dealer's bet is either paid or collected.
<b>Player/dealer</b>	Seated-position that, for any given hand of play, all other players at the table are playing against. The player in that position taking the position is also referred to as the player/dealer.
<b>Backline Wagering</b>	The practice of allowing players, other than the seated player, to bet on a seated player's position.
<b>Side Bet</b>	A bet not placed on the table as part of the action.
<b>Seated-positions</b>	The seven designated positions on the table (often designated with a number) where players may place bets and receive a hand.
<b>Hand (1)</b>	The seven cards that each seated-position, with a bet on it, receives. The seven cards are then split up to make two individual hands, one with two cards and the other with five. The two card hand must be lower than the five card hand.
<b>Hand (2)</b>	A period of play starting at the beginning (opening up the dice cup) to the end (settling the last bet on the table).
<b>House Way</b>	A predetermined strategy for setting a hand into two and five card hands which may vary from house to house.
<b>Copy</b>	When a players hand is ranked equally to the player/dealers hand.
<b>Push</b>	When a player wins either the high or the low hand and the player/dealer wins the other.
<b>Joker</b>	Either the joker counts as an ace or it can be used to complete a straight, a flush, or a straight flush or it is wild.
<b>Go Button</b>	A button with the word "GO" on one side. The "GO" button is turned over by the player/dealer so that the word "GO" is face up on the table to signal that the player/dealer agrees that his hand is set the way he wants and now may be compared to the player's hands.
<b>Wild</b>	A card that can be a duplicate of any card in the deck of a standard 52 card deck of playing cards. It will take on the value of any card that will give the hand its highest overall ranking.

## **Pai-Gow Poker (Double Hand Poker)**

### **GENERAL DESCRIPTION**

- 1) Pai Gow Poker is played with a standard fifty-two (52) card deck with a joker.
- 2) The game is played on a table with seven seated-positions.
- 3) All players are competing against the player/dealer. The object of the game, as a player, is to make two hands which are both superior to the player/dealer's. The object of the game, as the player/dealer, is to make two hands which are the same or superior to each player's two hands.
- 4) The Player/dealer wins all hands that copy (are ties).

### **PLAY OF THE GAME**

- 1) Players and the player/dealer put up any bets they wish to place for the next hand.
- 2) The player/dealer selects a specific pile of seven cards to be given out first on the deal (the action pile).
- 3) The player/dealer shakes the dice cup to determine which player will receive the action pile (chosen by the player/dealer in the previous step) and which player will have his/her bet settled first.
- 4) Each seated-position (with at least one bet on it) receives a pile of seven cards.
- 5) Players arrange their cards into a two card high hand and a five card high hand. A player's five card hand must rank higher than his/her two card hand.
- 6) Once all players have set their hands, the player/dealer's cards are exposed and set into a two card hand and a five card hand. A player/dealer's five card hand must rank higher than his/her two card hand.
- 7) Once the player/dealer's hand is set, each player's hand is exposed, in turn, to decide the winners and the losers.
- 8) The winner is determined by comparing a player's two card hand against the player/dealer's two card hand and a player's five card hand against the player/dealer's five card hand. A player wins if his/her two card hand is superior to the player/dealer's two card hand and his/her five card hand is superior to the player/dealer's five card hand. The player/dealer wins if his/her two card hand is superior to or "copies" a player's two card hand and the player/dealer's five card hand is superior to or "copies" the player's five card hand.
- 9) If a player has one hand that ranks higher than the player/dealer and one hand that ranks lower or "copies", it is a push and no one wins.

### **General Rules for Double Hand Poker**

- 1) The hands are ranked in sequence according to the Poker Ranking Chart shown in the accompanying ranking charts.
- 2) Players and the player/dealer must arrange their seven cards into a two card hand and a five card hand. The five card hand must rank higher than the two card hand. Example: If a player's cards are A A K K 2 3 4, the player may arrange the hand with the pair of Kings in the low hand and the pair of Aces 2 3 4 in the high hand. The player could also put 3 4 in the low hand and two pair, Aces and Kings with a 2 kicker in the high hand. The pair of Aces could not be in the two card hand.

- 3) If a player's two card hand and the player/dealer's two card hand are equally ranked (copy), the player/dealer wins the two card hand. If a player's five card hand and the player/dealer's five card hand are equally ranked (copy), the player/dealer wins the five card hand.
- 4) All players at the table play against another player or players acting as the player/dealer. Players are never playing against the house.
- 5) Players place their bets before the dice cup is opened. No change in bets can occur after that point. Only chips placed in the demarcated area on the table constitute a valid bet.
- 6) Each player is responsible for the chips he places on the table.
- 7) Betting limits are established in advance.
- 8) The player/dealer is allowed to cover all individual bets, but is not required to.
- 9) No side bets are allowed.
- 10) A joker counts as an ace or may be used to complete a straight, a flush, or a straight flush.
- 11) When the player/dealer position moves to another seated-position, any player betting on that seated-position the previous hand is eligible to be the player/dealer for the next hand. The player sitting at that seated-position has the first option as long as he paid a collection on his seated-position the previous hand. Players who also paid collection on that seated-position the previous hand are eligible to be the player/dealer (if the seated player refused), in order of the square they bet in.
- 12) The player/dealer position will be rotated or offered to all positions after every two hands.
- 13) Players and the player/dealer may only win or lose, on any given hand, an amount equal to the chips bet when the dice cup was opened. Bets are collected and paid only to the extent that the player/dealer's bet is in action.
- 14) By a random method (e.g. shaking a dice or other) the player/dealer determines which seated-position receives the action pile and is the first to have its bets settled against the player/dealer.
- 15) Piles are dealt starting with the action pile and continuing with the next pile to the dealer's right. Piles are given out in order (clockwise) to each seated-position.
- 16) Any piles dealt to a seated-position without a bet are subsequently retrieved by the dealer.
- 17) When the dealer is arranging the cards into piles of seven cards, if one card is exposed, and it is not an ace or a joker, the card is set aside, the remaining cards are dealt out as normal and the exposed card is replaced with top card left over after making seven piles of seven cards. If the exposed card is an ace or a joker, the entire deck is scrambled together, shuffled, and re-dealt.
- 18) When the dealer is distributing piles to the players, if a card is exposed, that player's hand is dead and all bets on that seated-position are returned.
- 19) The controlling player is the one with the largest bet on that position. That player controls the setting of the hands.
- 20) It is each player's responsibility to arrange his hands correctly. Hands play as set.
- 21) Once the hand is set, players must place it in front of their bets. The cards must be arranged into a two card hand and a five card hand. If the hand is not set at all, it will be played House Way.

- 22) Players are forbidden to show or discuss their hand with any player involved in another active hand.
- 23) Should a player want the dealer to set the hand House Way, the player should hand the cards to the dealer who will set the hands and leave them in front of the player's bet.
- 24) Upon opening the player/dealer's hand, the dealer may show reasonable options in setting of the hands, but the final setting is the player/dealer's decision.
- 25) Any attempts to switch, pass, hold out cards, or any other illegal actions may result in a fouled hand and forfeiture of that wager to the extent that money covers.
- 26) The player/dealer must signal in an acceptable manner (e.g. turn over the "GO" button) before the dealer will expose any players' hands
- 27) Once the dealer has begun scrambling the cards together, management cannot render a decision regarding the previous hand.
- 28) Player's must protect their hands.
- 29) The house does not stand good for mistakes.
- 30) Players may be away from the table for a maximum of 30 minutes. After that period, players may forfeit their seats. The house may change the length of the time period.
- 31) Management reserves the right to make decisions which are in the best interest of the game. Therefore, under special circumstances, a decision may be rendered that is contrary to the strict and technical interpretation of these rules.
- 32) Decisions of management are final.

## **Glossary of Terms for Double Hand Poker**

<b>Action Pile</b>	The pile chosen by the player/dealer, before the hand begins, which will be given out to the seated-position determined by the shake of the dice cup.
<b>Action Button</b>	A token used to designate where the settling of bets will begin (the action).
<b>Action (1)</b>	The player position where the settling of bets begins.
<b>Action (2)</b>	When a player or player/dealer's bet is either paid or collected.
<b>Player/dealer</b>	Seated-position that, for any given hand of play, all other players at the table are playing against. The player in that position taking the position is also referred to as the player/dealer.
<b>Backline Wagering</b>	The practice of allowing players, other than the seated player, to bet on a seated player's position.
<b>Side Bet</b>	A bet not placed on the table as part of the action.
<b>Seated-positions</b>	The seven designated positions on the table (often designated with a number) where players may place bets and receive a hand.
<b>Hand (1)</b>	The seven cards that each seated-position, with a bet on it, receives. The seven cards are then split up to make two individual hands, one with two cards and the other with five. The two card hand must be lower than the five card hand.
<b>Hand (2)</b>	A period of play starting at the beginning (opening up the dice cup) to the end (settling the last bet on the table).
<b>House Way</b>	A predetermined strategy for setting a hand into two and five card hands which may vary from house to house.
<b>Copy</b>	When a players hand is ranked equally to the player/dealers hand.
<b>Push</b>	When a player wins either the high or the low hand and the player/dealer wins the other.
<b>Joker</b>	Either the joker counts as an ace or it can be used to complete a straight, a flush, or a straight flush or it is wild.
<b>Go Button</b>	A button with the word "GO" on one side. The "GO" button is turned over by the player/dealer so that the word "GO" is face up on the table to signal that the player/dealer agrees that his hand is set the way he wants and now may be compared to the player's hands.
<b>Wild</b>	A card that can be a duplicate of any card in the deck of a standard 52 card deck of playing cards. It will take on the value of any card that will give the hand its highest overall ranking.



## Texas Hold'em High/Low Split

- 1) Texas Hold'em is played with a standard fifty-two (52) card deck.
- 2) Players put in blinds.
- 3) Each player is dealt one card, face down, in turn, until each player has two cards, and a round of betting follows.
- 4) Three community cards are then dealt face up in the center of the table. A round of betting follows.
- 5) A fourth community card is dealt face up on the table. A round of betting follows.
- 6) A fifth community card is dealt face up on the table. A round of betting follows.
- 7) The remaining players expose their hands to determine the winner or winners.
- 8) Using any combination of the two cards in a player's hand and the five community cards on the table each player's best five-card poker hand is established to determine the winner or winners.
- 9) The winning hand is the highest and the lowest (qualifying) ranking hand (s). The highest and lowest hands (if a low hand qualifies) will split the pot. The lowest hand is A 2 3 4 5. If no player has a qualifying low hand, the highest ranking five card poker hand wins the entire pot. Straights and flushes are ignored for purposes of determining the low. To qualify for a low hand, a player must have and eight or lower with any combination of cards that rank below nine. The ace plays as the lowest card in the hand (for low purposes or when playing A 2 3 4 5 as a straight for high). If two or more players have the same high hands, they will split the high portion of the pot equally. If two or more players have the same low hands, they will split the low portion of the pot equally.
- 10) In any given betting round, if a player bets in turn and no other player calls, the player who bet wins the pot and that hand is over. Blinds are considered bets made in turn.
- 11) Betting limits:
  - A) No Limit
  - B) Pot Limit
  - C) Spread Limit
  - D) Straight Limit
  - E) Fixed Limit

### Rules for Hold'em High/Low Split

- 1) If four cards are accidentally turned by the dealer on the flop, the 4th card will be taken back and used as the burn card, if it can be identified. If five or more cards are exposed on the flop, it will be taken back and reshuffled, except the burn card which remains burned. No new burn card will be used.
- 2) If cards are flopped by the dealer before all betting is completed, the entire flop is taken back and reshuffled.
- 3) If the dealer turns up the 4th card on the board before the round of betting is completed, the next card is burned and the 5th card is put down in the 4th card's place. After the betting is completed, the dealer will reshuffle the deck, including the card that was taken out of play, but not the burn cards or the discards. The dealer will then turn the 5th card without burning. If the wager that was not called by all active players was less than half the amount to bet on that round (\$2 was bet on the turn card in a 3-6 fixed limit game), the card will not be taken back.

- 4) If the 5th card is turned up before betting is completed, it shall be reshuffled in the same manner as the previous rule. If the wager that was not called by all active players was less than half the amount to bet on that round (\$2 was bet on the turn card in a 3-6 fixed limit game), the card will not be taken back.
- 5) Check Raise is allowed.
- 6) There is a three raise limit on each round of play unless it is head-up.
- 7) If any player wins a pot of a predetermined amount, that player must kill-it the next hand.

### **Betting Structures for Hold'em High/Low Split**

All games are table stakes. Therefore, players cannot bet more than they have on the table, in chips, at the beginning of the hand. In addition, no player can lose rights to money he's put in the pot due to insufficient funds. Players will be considered all-in at the point that they run out of chips and will not be forced to call any future bets for that hand. All-in players can win, from the other active players, only what proportionally is in the pot at the point at which they are all-in.

In any Texas Hold'em game, regardless of the limit, the house may stipulate, before the game begins, how and whether or not blind bets will be put up. The house may also stipulate how and whether or not antes are to be put up. Blinds may be any predetermined amount and may or may not directly relate to the limit of the game currently being played.

#### **No Limit**

Before the flop:

- 1) Players (except for players going all-in) must call at least the minimum bring-in, plus any raises made, in order to continue in a hand or fold. Therefore, players may never check before the flop.
- 2) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the "short raise" will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) Players may bet all of the chips that they have on the table, anytime it is their turn to bet.

On all rounds of betting after the flop:

- 1) Players may check or bet an amount equal to or greater than the minimum bring-in (except for players going all-in).
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the "short raise" will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.
- 4) Players may bet all of the chips that they have on the table, anytime it is their turn to bet.

#### **Pot Limit**

Before the flop:

- 1) Players (except for players going all-in) must call at least the minimum bring-in, plus any raises made, in order to continue in a hand or fold. Therefore, players may never check before the flop.

- 2) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the “short raise” will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.

On all rounds of betting after the flop:

- 1) Players may check or bet an amount equal to or greater than the minimum bring-in (except for players going all-in).
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the “short raise” will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.

General:

- 1) In games where single dollar chips are involved in the blind, the pot total will be rounded to the nearest \$5.
- 2) Players may not at any time bet more than the amount in the pot, but may always bet up to the amount in the pot.
- 3) Money put into the pot to call a bet is automatically added to the size of the pot in order to compute the maximum amount a player can raise.

### **Spread Limit**

Before the flop:

- 1) Players (except for players going all-in) must bet at least an amount equal to the lower limit, and no larger than the upper limit, in order to continue in the hand or fold. Therefore, players may never check before the flop.
- 2) All raises must be equal to or greater than the size of the previous bet or raise (except for all-in bets).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.

On all rounds of betting after the flop:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet at least an amount equal to the lower limit, and no larger than the upper limit.
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be equal to or greater than the size of the previous bet or raise (except for all-in bets).

### **Fixed Limit**

Before the flop:

- 1) Players (except for players going all-in) must bet an amount equal to the lower limit in order to continue in the hand or fold (e.g. \$3 in a \$3 - \$6 game). Therefore, players may never check before the flop.
- 2) All raises must be in increments of the lower limit. All-in bets are the only exception.

- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.

After the flop:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the lower limit (e.g. \$3 in a \$3 - \$6 game).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the lower limit. All-in bets are the only exception.

After the turn:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the higher limit (e.g. \$6 in a \$3 - \$6 game).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the higher limit. All-in bets are the only exception.

After the river:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the higher limit (e.g. \$6 in a \$3 - \$6 game).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the higher limit. All-in bets are the only exception.

### **Straight Limit**

Before the flop:

- 1) Players (except for players going all-in) must bet an amount equal to the betting limit in order to continue in the hand or fold (e.g. \$30 in a straight \$30 game). Therefore, players may never check before the flop.
- 2) All raises must be in increments of the stipulated limit (unless going all-in).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.

On all rounds of betting after the flop:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the betting limit (e.g. \$30 in a straight \$30 game).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the betting limit. All-in bets are the only exception.

### **Terms Used in Hold'em High/Low Split**

<b>Community Cards</b>	Cards dealt face up on the table to be used by all players at the table to make a five-card poker hand.
<b>The Board</b>	All five community cards.
<b>Flop</b>	The first three community cards dealt face up simultaneously on the table.
<b>Turn</b>	The fourth community card dealt face up on the table.
<b>River</b>	The fifth community card dealt face up on the table.
<b>Button</b>	A marker supplied by the house to designate the dealer and establish the blinds for a particular hand.
<b>Blind</b>	A mandatory opening bet put up by a player or players before any cards are dealt.
<b>Play the Board</b>	When a player uses none of his hole card to make his best five-card poker hand.
<b>Set</b>	When a player has three of a kind using both hole cards and one card from the board.
<b>Trips</b>	When a player has three of a kind using one card from his hand and a pair on the board.
<b>Pocket Pair</b>	When a player's first two hole cards are a pair.
<b>Scooper</b>	A hand that wins the high and the low in a high-low split game.
<b>Hogger</b>	Same as a Scooper.
<b>Qualifier</b>	(When playing Hold'em High-Low Split or straight Low) The designated low hand that you must have or better in order to be eligible to win the pot.
<b>8 or Better</b>	(When playing Hold'em High-Low Split) The low hand must be an eight or better to qualify.
<b>Post</b>	When a player puts up a blind bet to make up for blinds missed.
<b>Head-up</b>	When only two active players are left in the hand.

## Texas Hold'em High

- 1) Texas Hold'em is played with a standard fifty-two (52) card deck.
- 2) Players put in blinds.
- 3) Each player is dealt one card, face down, in turn, until each player has two cards, and a round of betting follows.
- 4) Three community cards are then dealt face up in the center of the table. A round of betting follows.
- 5) A fourth community card is dealt face up on the table. A round of betting follows.
- 6) A fifth community card is dealt face up on the table. A round of betting follows.
- 7) The remaining players expose their hands to determine the winner or winners.
- 8) Using any combination of the two cards in a player's hand and the five community cards on the table each player's best five-card poker hand is established to determine the winner or winners.
- 9) The winning hand is the highest ranking five-card poker hand. If two or more players have the same high hands, they will split the high portion of the pot equally.
- 10) In any given betting round, if a player bets in turn and no other player calls, the player who bet wins the pot and that hand is over. Blinds are considered bets made in turn.
- 11) Betting limits:
  - A) No Limit
  - B) Pot Limit
  - C) Spread Limit
  - D) Straight Limit
  - E) Fixed Limit

### Rules for Hold'em High

- 1) If four cards are accidentally turned by the dealer on the flop, the 4th card will be taken back and used as the burn card, if it can be identified. If five or more cards are exposed on the flop, it will be taken back and reshuffled, except the burn card which remains burned. No new burn card will be used.
- 2) If cards are flopped by the dealer before all betting is completed, the entire flop is taken back and reshuffled.
- 3) If the dealer turns up the 4th card on the board before the round of betting is completed, the next card is burned and the 5th card is put down in the 4th card's place. After the betting is completed, the dealer will reshuffle the deck, including the card that was taken out of play, but not the burn cards or the discards. The dealer will then turn the 5th card without burning. If the wager that was not called by all active players was less than half the amount to bet on that round (\$2 was bet on the turn card in a 3-6 fixed limit game), the card will not be taken back.
- 4) If the 5th card is turned up before betting is completed, it shall be reshuffled in the same manner as the previous rule. If the wager that was not called by all active players was less than half the amount to bet on that round (\$2 was bet on the turn card in a 3-6 fixed limit game), the card will not be taken back.
- 5) Check Raise is allowed.

- 6) There is a three raise limit on each round of play unless it is head-up.
- 7) If any player wins a pot of a predetermined amount, that player must kill-it the next hand.

### **Betting Structures for Hold'em High**

All games are table stakes. Therefore, players cannot bet more than they have on the table, in chips, at the beginning of the hand. In addition, no player can lose rights to money he's put in the pot due to insufficient funds. Players will be considered all-in at the point that they run out of chips and will not be forced to call any future bets for that hand. All-in players can win, from the other active players, only what proportionally is in the pot at the point at which they are all-in.

In any Texas Hold'em game, regardless of the limit, the house may stipulate, before the game begins, how and whether or not blind bets will be put up. The house may also stipulate how and whether or not antes are to be put up. Blinds may be any predetermined amount and may or may not directly relate to the limit of the game currently being played.

#### **No Limit**

Before the flop:

- 1) Players (except for players going all-in) must call at least the minimum bring-in, plus any raises made, in order to continue in a hand or fold. Therefore, players may never check before the flop.
- 2) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the "short raise" will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) Players may bet all of the chips that they have on the table, anytime it is their turn to bet.

On all rounds of betting after the flop:

- 1) Players may check or bet an amount equal to or greater than the minimum bring-in (except for players going all-in).
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the "short raise" will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.
- 4) Players may bet all of the chips that they have on the table, anytime it is their turn to bet.

#### **Pot Limit**

Before the flop:

- 1) Players (except for players going all-in) must call at least the minimum bring-in, plus any raises made, in order to continue in a hand or fold. Therefore, players may never check before the flop.
- 2) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the "short raise" will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.

- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.

On all rounds of betting after the flop:

- 1) Players may check or bet an amount equal to or greater than the minimum bring-in (except for players going all-in).
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the "short raise" will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.

General:

- 1) In games where single dollar chips are involved in the blind, the pot total will be rounded to the nearest \$5.
- 2) Players may not at any time bet more than the amount in the pot, but may always bet up to the amount in the pot.
- 3) Money put into the pot to call a bet is automatically added to the size of the pot in order to compute the maximum amount a player can raise.

### **Spread Limit**

Before the flop:

- 1) Players (except for players going all-in) must bet at least an amount equal to the lower limit, and no larger than the upper limit, in order to continue in the hand or fold. Therefore, players may never check before the flop.
- 2) All raises must be equal to or greater than the size of the previous bet or raise (except for all-in bets).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.

On all rounds of betting after the flop:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet at least an amount equal to the lower limit, and no larger than the upper limit.
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be equal to or greater than the size of the previous bet or raise (except for all-in bets).

### **Fixed Limit**

Before the flop:

- 1) Players (except for players going all-in) must bet an amount equal to the lower limit in order to continue in the hand or fold (e.g. \$3 in a \$3 - \$6 game). Therefore, players may never check before the flop.
- 2) All raises must be in increments of the lower limit. All-in bets are the only exception.
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.

After the flop:

- 1) Players may check as long as no other player has bet.



- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the lower limit (e.g. \$3 in a \$3 - \$6 game).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the lower limit. All-in bets are the only exception.

After the turn:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the higher limit (e.g. \$6 in a \$3 - \$6 game).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the higher limit. All-in bets are the only exception.

After the river:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the higher limit (e.g. \$6 in a \$3 - \$6 game).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the higher limit. All-in bets are the only exception.

### **Straight Limit**

Before the flop:

- 1) Players (except for players going all-in) must bet an amount equal to the betting limit in order to continue in the hand or fold (e.g. \$30 in a straight \$30 game). Therefore, players may never check before the flop.
- 2) All raises must be in increments of the stipulated limit (unless going all-in).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.

On all rounds of betting after the flop:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the betting limit (e.g. \$30 in a straight \$30 game).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the betting limit. All-in bets are the only exception.

## **Terms Used in Hold'em High**

<b>Community Cards</b>	Cards dealt face up on the table to be used by all players at the table to make a five-card poker hand.
<b>The Board</b>	All five community cards.
<b>Flop</b>	The first three community cards dealt face up simultaneously on the table.
<b>Turn</b>	The fourth community card dealt face up on the table.
<b>River</b>	The fifth community card dealt face up on the table.
<b>Button</b>	A marker supplied by the house to designate the dealer and establish the blinds for a particular hand.
<b>Blind</b>	A mandatory opening bet put up by a player or players before any cards are dealt.
<b>Play the Board</b>	When a player uses none of his hole card to make his best five-card poker hand.
<b>Set</b>	When a player has three of a kind using both hole cards and one card from the board.
<b>Trips</b>	When a player has three of a kind using one card from his hand and a pair on the board.
<b>Pocket Pair</b>	When a player's first two hole cards are a pair.
<b>Scooper</b>	A hand that wins the high and the low in a high-low split game.
<b>Hogger</b>	Same as a Scooper.
<b>Qualifier</b>	(When playing Hold'em High-Low Split or straight Low) The designated low hand that you must have or better in order to be eligible to win the pot.
<b>8 or Better</b>	(When playing Hold'em High-Low Split) The low hand must be an eight or better to qualify.
<b>Post</b>	When a player puts up a blind bet to make up for blinds missed.
<b>Head-up</b>	When only two active players are left in the hand.

## Texas Hold'em Low

- 1) Texas Hold'em is played with a standard fifty-two (52) card deck.
- 2) Players put in blinds.
- 3) Each player is dealt one card, face down, in turn, until each player has two cards, and a round of betting follows.
- 4) Three community cards are then dealt face up in the center of the table. A round of betting follows.
- 5) A fourth community card is dealt face up on the table. A round of betting follows.
- 6) A fifth community card is dealt face up on the table. A round of betting follows.
- 7) The remaining players expose their hands to determine the winner or winners.
- 8) Using any combination of the two cards in a player's hand and the five community cards on the table each player's best five-card poker hand is established to determine the winner or winners.
- 9) The winning hand is the lowest ranking five-card poker hand possible. A 2 3 4 5 is the lowest low hand. Flushes and Straights are ignored for purposes of determining lowest hand. If two or more players have the same low hands, they will split the low portion of the pot equally.
- 10) In any given betting round, if a player bets in turn and no other player calls, the player who bet wins the pot and that hand is over. Blinds are considered bets made in turn.
- 11) Betting limits:
  - A) No Limit
  - B) Pot Limit
  - C) Spread Limit
  - D) Straight Limit
  - E) Fixed Limit

### Rules for Hold'em Low

- 1) If four cards are accidentally turned by the dealer on the flop, the 4th card will be taken back and used as the burn card, if it can be identified. If five or more cards are exposed on the flop, it will be taken back and reshuffled, except the burn card which remains burned. No new burn card will be used.
- 2) If cards are flopped by the dealer before all betting is completed, the entire flop is taken back and reshuffled.
- 3) If the dealer turns up the 4th card on the board before the round of betting is completed, the next card is burned and the 5th card is put down in the 4th card's place. After the betting is completed, the dealer will reshuffle the deck, including the card that was taken out of play, but not the burn cards or the discards. The dealer will then turn the 5th card without burning. If the wager that was not called by all active players was less than half the amount to bet on that round (\$2 was bet on the turn card in a 3-6 fixed limit game), the card will not be taken back.
- 4) If the 5th card is turned up before betting is completed, it shall be reshuffled in the same manner as the previous rule. If the wager that was not called by all active players was less than half the amount to bet on that round (\$2 was bet on the turn card in a 3-6 fixed limit game), the card will not be taken back.
- 5) Check Raise is allowed.

- 6) There is a three raise limit on each round of play unless it is head-up.
- 7) If any player wins a pot of a predetermined amount, that player must kill-it the next hand.

### **Betting Structures for Hold'em Low**

All games are table stakes. Therefore, players cannot bet more than they have on the table, in chips, at the beginning of the hand. In addition, no player can lose rights to money he's put in the pot due to insufficient funds. Players will be considered all-in at the point that they run out of chips and will not be forced to call any future bets for that hand. All-in players can win, from the other active players, only what proportionally is in the pot at the point at which they are all-in.

In any Texas Hold'em game, regardless of the limit, the house may stipulate, before the game begins, how and whether or not blind bets will be put up. The house may also stipulate how and whether or not antes are to be put up. Blinds may be any predetermined amount and may or may not directly relate to the limit of the game currently being played.

### **No Limit**

Before the flop:

- 1) Players (except for players going all-in) must call at least the minimum bring-in, plus any raises made, in order to continue in a hand or fold. Therefore, players may never check before the flop.
- 2) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the "short raise" will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) Players may bet all of the chips that they have on the table, anytime it is their turn to bet.

On all rounds of betting after the flop:

- 1) Players may check or bet an amount equal to or greater than the minimum bring-in (except for players going all-in).
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the "short raise" will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.
- 4) Players may bet all of the chips that they have on the table, anytime it is their turn to bet.

### **Pot Limit**

Before the flop:

- 1) Players (except for players going all-in) must call at least the minimum bring-in, plus any raises made, in order to continue in a hand or fold. Therefore, players may never check before the flop.
- 2) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the "short raise" will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.

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- 1) Players may check or bet an amount equal to or greater than the minimum bring-in (except for players going all-in).
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the "short raise" will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.

General:

- 1) In games where single dollar chips are involved in the blind, the pot total will be rounded to the nearest \$5.
- 2) Players may not at any time bet more than the amount in the pot, but may always bet up to the amount in the pot.
- 3) Money put into the pot to call a bet is automatically added to the size of the pot in order to compute the maximum amount a player can raise.

### **Spread Limit**

Before the flop:

- 1) Players (except for players going all-in) must bet at least an amount equal to the lower limit, and no larger than the upper limit, in order to continue in the hand or fold. Therefore, players may never check before the flop.
- 2) All raises must be equal to or greater than the size of the previous bet or raise (except for all-in bets).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.

On all rounds of betting after the flop:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet at least an amount equal to the lower limit, and no larger than the upper limit.
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be equal to or greater than the size of the previous bet or raise (except for all-in bets).

### **Fixed Limit**

Before the flop:

- 1) Players (except for players going all-in) must bet an amount equal to the lower limit in order to continue in the hand or fold (e.g. \$3 in a \$3 - \$6 game). Therefore, players may never check before the flop.
- 2) All raises must be in increments of the lower limit. All-in bets are the only exception.
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.

After the flop:

- 1) Players may check as long as no other player has bet.

- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the lower limit (e.g. \$3 in a \$3 - \$6 game).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the lower limit. All-in bets are the only exception.

After the turn:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the higher limit (e.g. \$6 in a \$3 - \$6 game).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the higher limit. All-in bets are the only exception.

After the river:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the higher limit (e.g. \$6 in a \$3 - \$6 game).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the higher limit. All-in bets are the only exception.

### **Straight Limit**

Before the flop:

- 1) Players (except for players going all-in) must bet an amount equal to the betting limit in order to continue in the hand or fold (e.g. \$30 in a straight \$30 game). Therefore, players may never check before the flop.
- 2) All raises must be in increments of the stipulated limit (unless going all-in).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.

On all rounds of betting after the flop:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the betting limit (e.g. \$30 in a straight \$30 game).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the betting limit. All-in bets are the only exception.

### **Terms Used in Hold'em Low**

<b>Community Cards</b>	Cards dealt face up on the table to be used by all players at the table to make a five-card poker hand.
<b>The Board</b>	All five community cards.
<b>Flop</b>	The first three community cards dealt face up simultaneously on the table.
<b>Turn</b>	The fourth community card dealt face up on the table.
<b>River</b>	The fifth community card dealt face up on the table.
<b>Button</b>	A marker supplied by the house to designate the dealer and establish the blinds for a particular hand.
<b>Blind</b>	A mandatory opening bet put up by a player or players before any cards are dealt.
<b>Play the Board</b>	When a player uses none of his hole card to make his best five-card poker hand.
<b>Set</b>	When a player has three of a kind using both hole cards and one card from the board.
<b>Trips</b>	When a player has three of a kind using one card from his hand and a pair on the board.
<b>Pocket Pair</b>	When a player's first two hole cards are a pair.
<b>Scooper</b>	A hand that wins the high and the low in a high-low split game.
<b>Hogger</b>	Same as a Scooper.
<b>Qualifier</b>	(When playing Hold'em High-Low Split or straight Low) The designated low hand that you must have or better in order to be eligible to win the pot.
<b>8 or Better</b>	(When playing Hold'em High-Low Split) The low hand must be an eight or better to qualify.
<b>Post</b>	When a player puts up a blind bet to make up for blinds missed.
<b>Head-up</b>	When only two active players are left in the hand.